SMACK DOWN VS RAW 2011

TEEN
T
CONTENT RATED BY ESRB

THQ®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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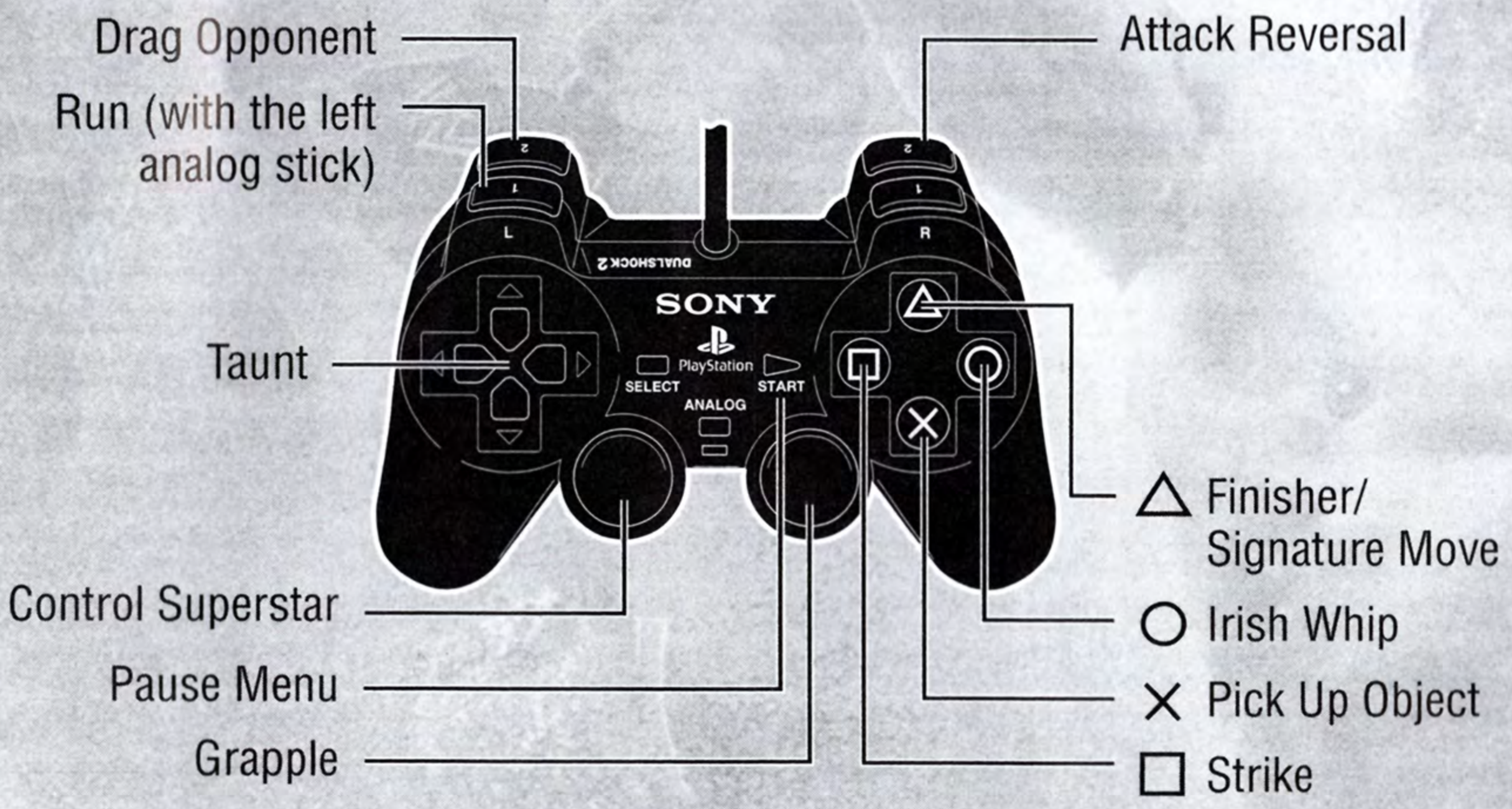
GETTING STARTED

Starting a game: Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the ***WWE SmackDown vs. Raw 2011*** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2): To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS



Note: *These are the commands for Control Type A, the default control type. Control Type B is available in the game options and reverses the commands for the directional buttons and left analog stick.*

Chain Grapples and Groggy Grapples

To perform a chain grapple against an opponent, approach them and move the right analog stick in any direction to enter into a grappled state. From there, move the right analog stick in any direction to execute a grapple attack.

To perform a groggy grapple, approach an opponent while they're in a groggy state and simply move the right analog stick in any direction to execute a strong grapple attack. To make an opponent groggy, land all four strikes in a strike combination, lift up a downed opponent or reverse certain attacks (like ground grapples) when the opponent is injured.

Tip: *Once an opponent is groggy, you can stand in front of them and press* **R1** *to spin them around 180 degrees, allowing you to perform back grapples against them.*

Strong Strikes and Strike Combinations

Pressing ■ performs a quick strike against your opponent. Holding ■ unleashes a powerful but slower (and easier to counter) heavy strike.

Pressing ■ repeatedly with the right timing results in a strike combination that can bring the pain to your opponent in a hurry while quickly building your momentum.

Note: *A successful strike combination (all four strikes connect) leaves the opponent in a groggy state and vulnerable to groggy grapple moves, top rope diving attacks and other devastating attacks.*

Irish Whip

Press ● to send your opponent running into the ropes with an Irish whip. Catch them on the rebound with a strike (■) or grapple (right analog stick).

Environmental Grapples

When your opponent is down on the mat or standing, you can approach them, hold **L2** and move the left analog stick to drag them around the arena. Try dragging them over to the ropes, corners and other areas to trigger environmental grapples against them.

Finishers and Signature Moves

To perform your Superstar's devastating finisher or signature move, build up your momentum by successfully attacking and taunting your opponent. When your momentum meter is between 75-99% full, press △ when in the proper position to execute a signature move.

Finishers are even more deadly. When your momentum meter is full, get into the proper position for your Superstar's finisher and press △. Finisher/signature move positions include:

- **Face Opponent:** You're standing and facing a standing opponent
- **Behind Opponent:** You're behind a standing opponent
- **Irish Whip Rebound:** The opponent is coming off the ropes toward you following an Irish whip
- **Run Toward Opponent:** You're running toward a standing opponent, or toward an opponent who is running toward you following an Irish whip
- **Opponent Face Down:** You're standing near the upper body, lower body or side of a face-down opponent
- **Opponent Face Up:** You're standing near the upper body, lower body or side of a face-up opponent
- **Player On the Top Rope:** You're on the top turnbuckle within leaping range of the opponent
- **Face the Groggy Opponent At the Turnbuckle:** You're standing facing an opponent who is on their feet but leaning against the corner turnbuckle

Pinning an Opponent

When your opponent is down on the mat, approach them and push ◎ to attempt a pin. To kick out of a pin, the opponent must use one of two methods:

- Pressing □/△/○/✕ repeatedly to fill the kick-out meter until it reaches the target zone
- Holding □/△/○/✕ to fill the kick-out meter and release the button once the meter reaches the target zone

If you are the pinning Superstar, you can cancel the pin at any time by pressing R1.

Note: *Do you prefer the old-school "mash all the buttons to kick out" method of escaping a pin? Visit Match Options and change the Kick Out System option to "Original."*

Struggle Submissions

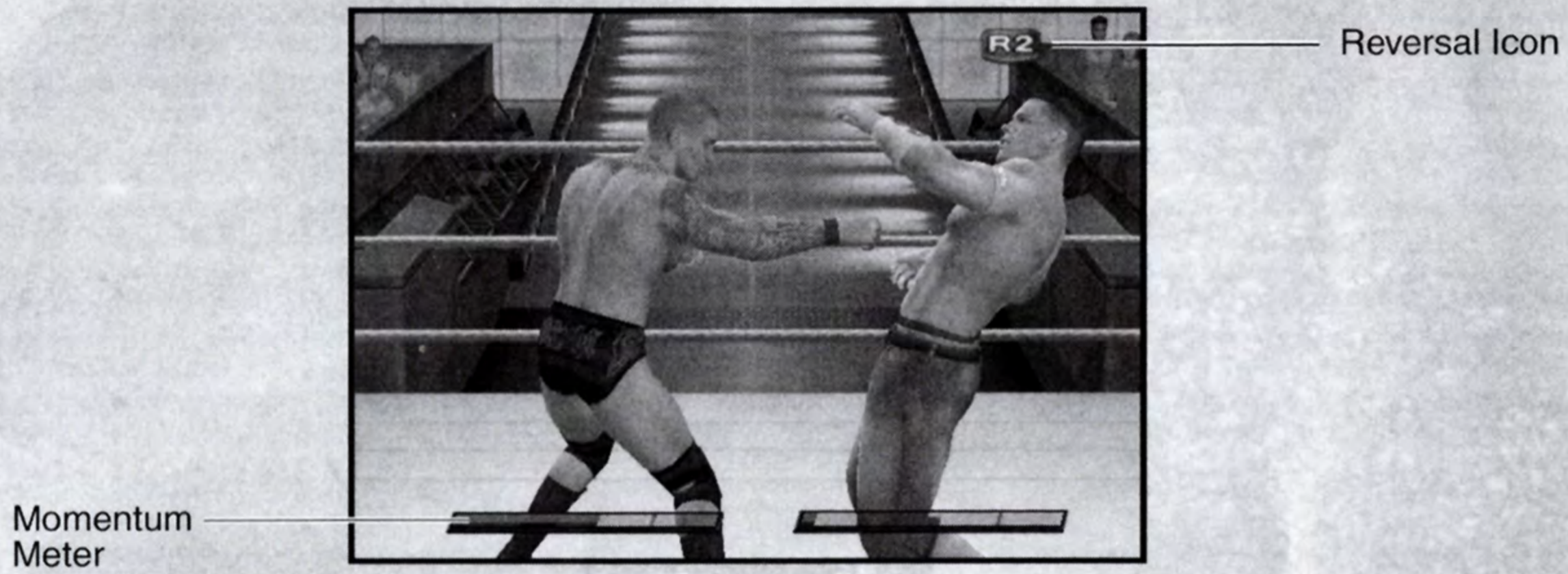
When your opponent is down, groggy or in a grappled state, move the right analog stick until it clicks to lock them in a Struggle Submission. Your opponent must move the right analog stick in circles quickly to struggle free of the submission hold, or they will tap out and lose the match.

Move the right analog stick in any direction to increase the pressure, but watch out—you can exhaust yourself and give your opponent a chance to escape! To break the submission hold before this happens, press R1.

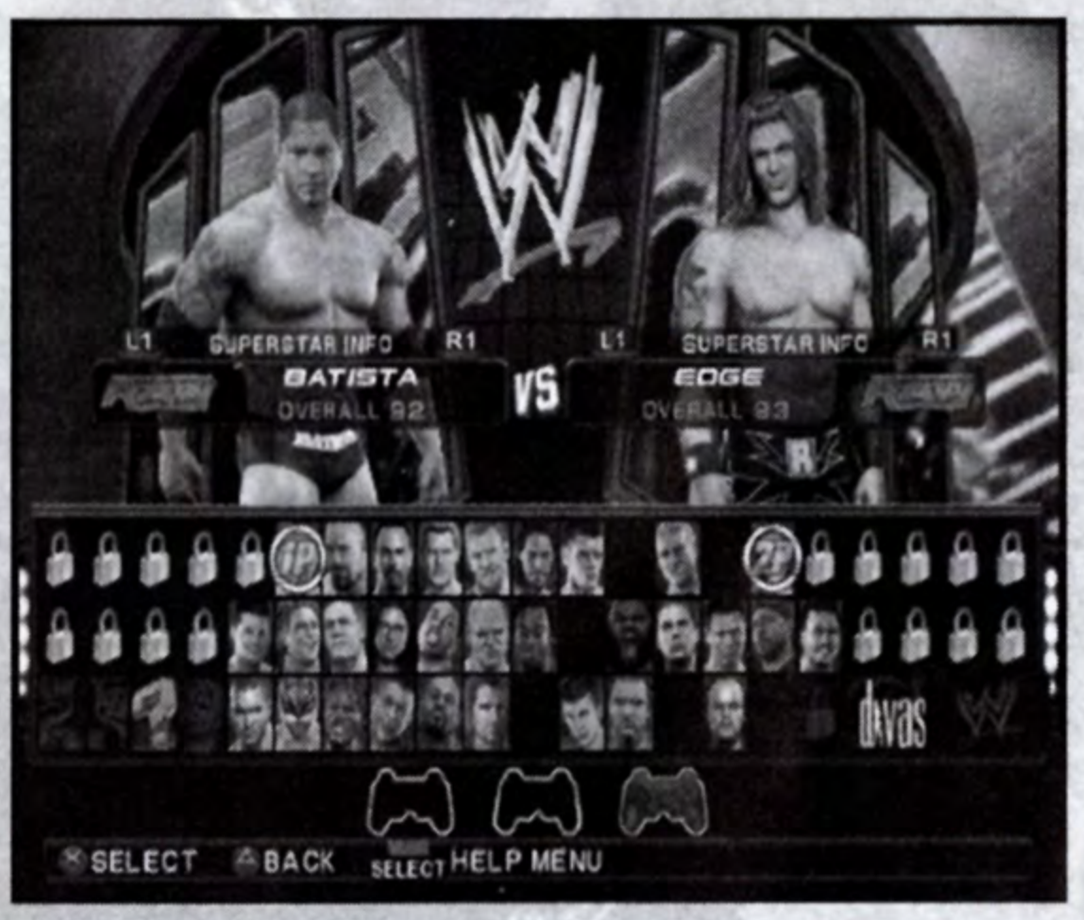
Menu Controls

Use the left analog stick or directional buttons to navigate the in-game menus. Press ⊗ to confirm your selection. Press △ to go back to the previous screen.

THE GAME SCREEN



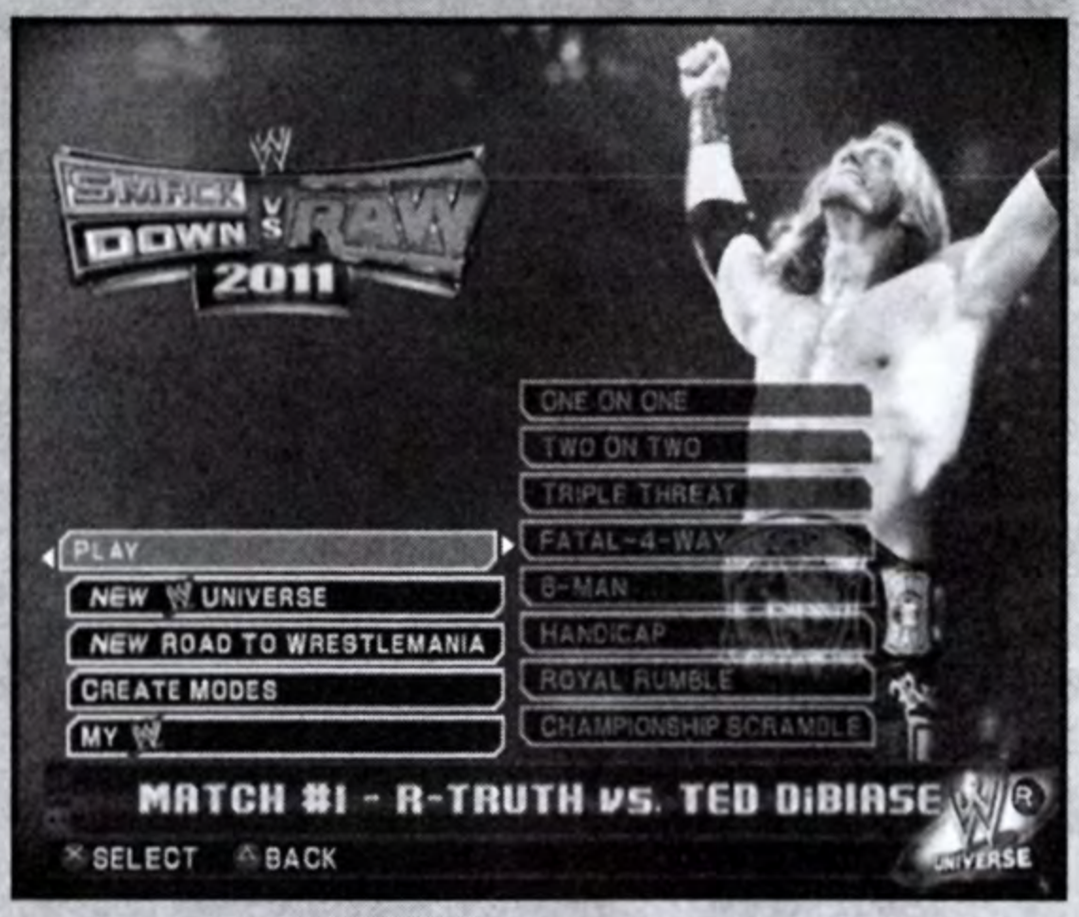
SUPERSTAR SELECTION



When you're at the Superstar Selection screen, use the left analog stick or directional buttons to highlight a Superstar. Press **L1** or **R1** to view the Superstar's finishers and attributes. Press ⊗ to confirm your selection. To change the Superstar's attire, add a manager or access other advanced options, press ■ after confirming.

By default the Superstar Selection screen shows all of the WWE Superstars that you have unlocked. To view Created Superstars or Divas, highlight the appropriate icon on the screen.

MAIN MENU

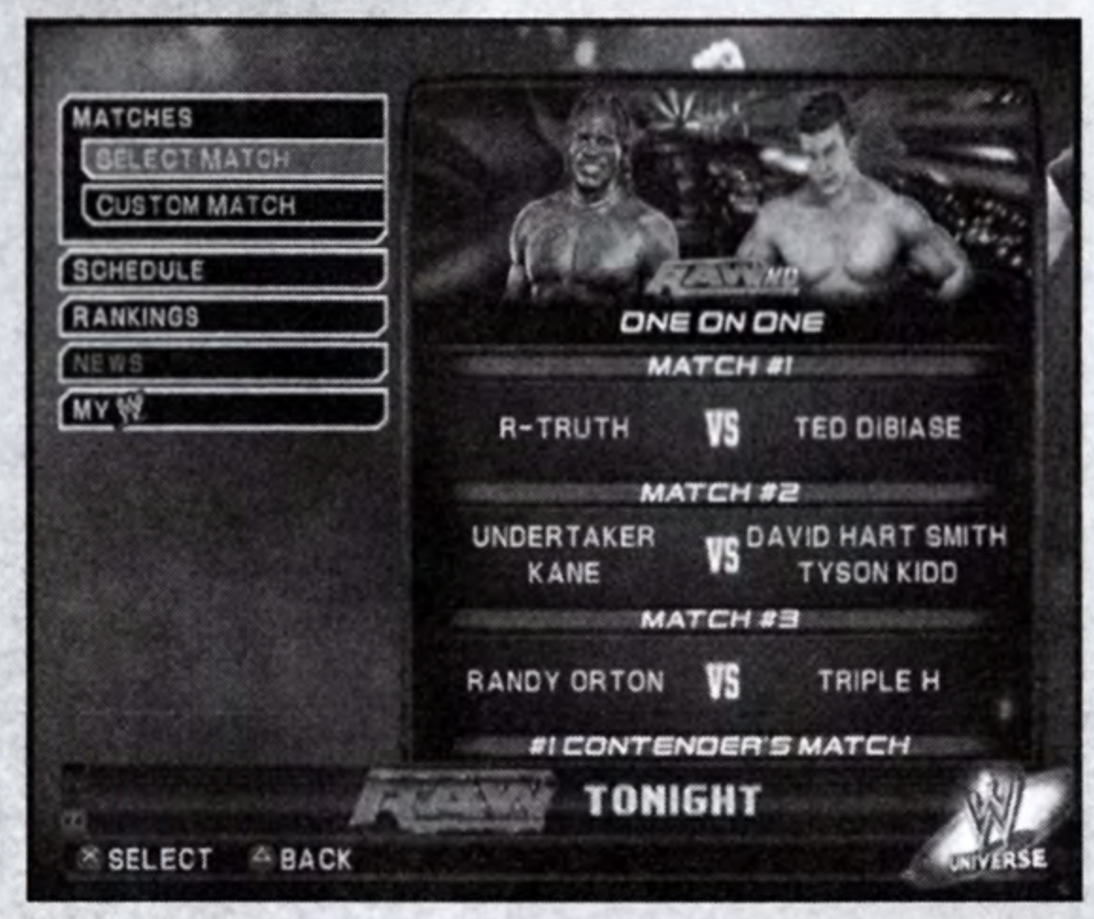


Press START at the Title Screen to bring up the Main Menu, which features the following options:

Play

Create an exhibition match using any and all available match types and Superstars. Select the match type, then the sub-type, and then select the Superstars that will compete. ***WWE SmackDown vs. Raw 2011*** has over 70 different kinds of matches that your Superstars can compete in.

UNIVERSE



Universe is an all-new game mode in ***WWE SmackDown vs. Raw 2011*** that merges Career and Exhibition Modes into a single unique gaming experience. When you create save data for the first time, the Universe starts tracking all of your play history and generates an actual, dynamic calendar for you to enjoy.

Universe will automatically set up matches for you to play, or you can add your own custom matches. You'll also run into over 100 new story-driven cinematics throughout your gameplay that are set up by the Universe. You can check out the Universe hub through the game's Main Menu at any time.

Now kick back, play a match, and enjoy watching the Universe revolve around you!

Road to WrestleMania

***WrestleMania*: the Showcase of the Immortals!** Earn W immortality along the *Road to WrestleMania* in one of five unique storylines. Guide Christian, John Cena, Rey Mysterio or Chris Jericho along their individual *Roads to WrestleMania*, or choose to take on Undertaker and attempt to do what no other Superstar has ever done: end his perfect *WrestleMania* streak.

In each single-player storyline, the choices that you make will shape your Superstar's destiny. They'll also unlock hidden Superstars and other valuable items, so be sure to thoroughly explore each Superstar's *Road to WrestleMania*!

Create Modes

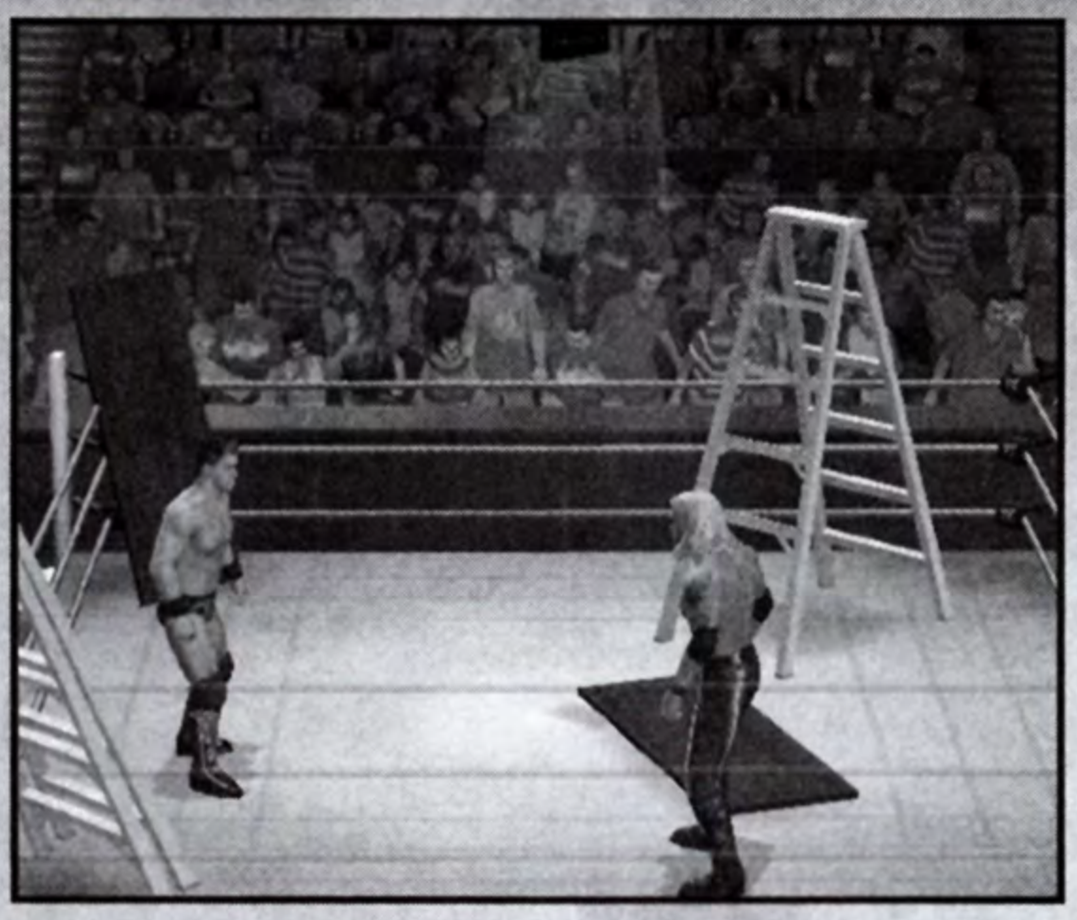
WWE SmackDown vs. Raw 2011's five Create Modes let you customize virtually every aspect of your W experience!

Book your own storyline in the W Story Designer. Customize a new W performer in Create a W Superstar, design a unique finishing move for them with Create a Finisher, give them a flashy way of entering the arena in Create an Entrance, and select from hundreds of moves for them with Create a Move-Set!

My W

Want to move a Superstar from one brand to another, create or disband a tag team or adjust game options? My W is where you'll find all of these.

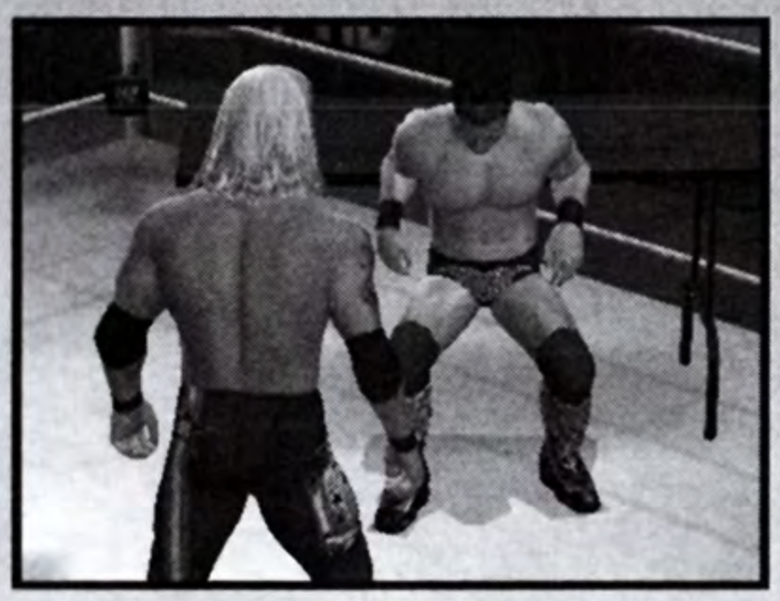
TLC CONTROLS



Pick Up Ladder	⊗
Set Up Ladder (While Holding Ladder)	⊗
Move a Set-Up Ladder or Table	Hold ⊗ while standing near the side of a ladder or table
Release Ladder	Release ⊗ while dragging ladder
Climb Ladder	Move Superstar toward ladder rungs and press ⊗
Assume Dive Position on Ladder	Press ⊗ while climbing ladder (press ⊗ again to return to default position)
Lean Ladder in Corner	left analog stick toward the corner + ⊗
Run Up Leaning Ladder	L1 + left analog stick toward leaning ladder
Push Ladder Over	⊗ / move the right analog stick toward the ladder
Grab Suspended Object	Hold the right analog stick up to grab the object, and then move the right analog stick down when the prompt appears
Lean Ladder Against Ladder	⊗ near a set-up ladder while holding a ladder
Throw Chair	⊗ or ◎ while holding chair

Note: *When you want to knock over a ladder without picking it up, striking it (■) is the quickest way to do it. But if there are one or more Superstars on it, the fastest and most effective way to topple it (and the opponents on it) is to approach it and press ⊗.*

Placing an Opponent On a Table

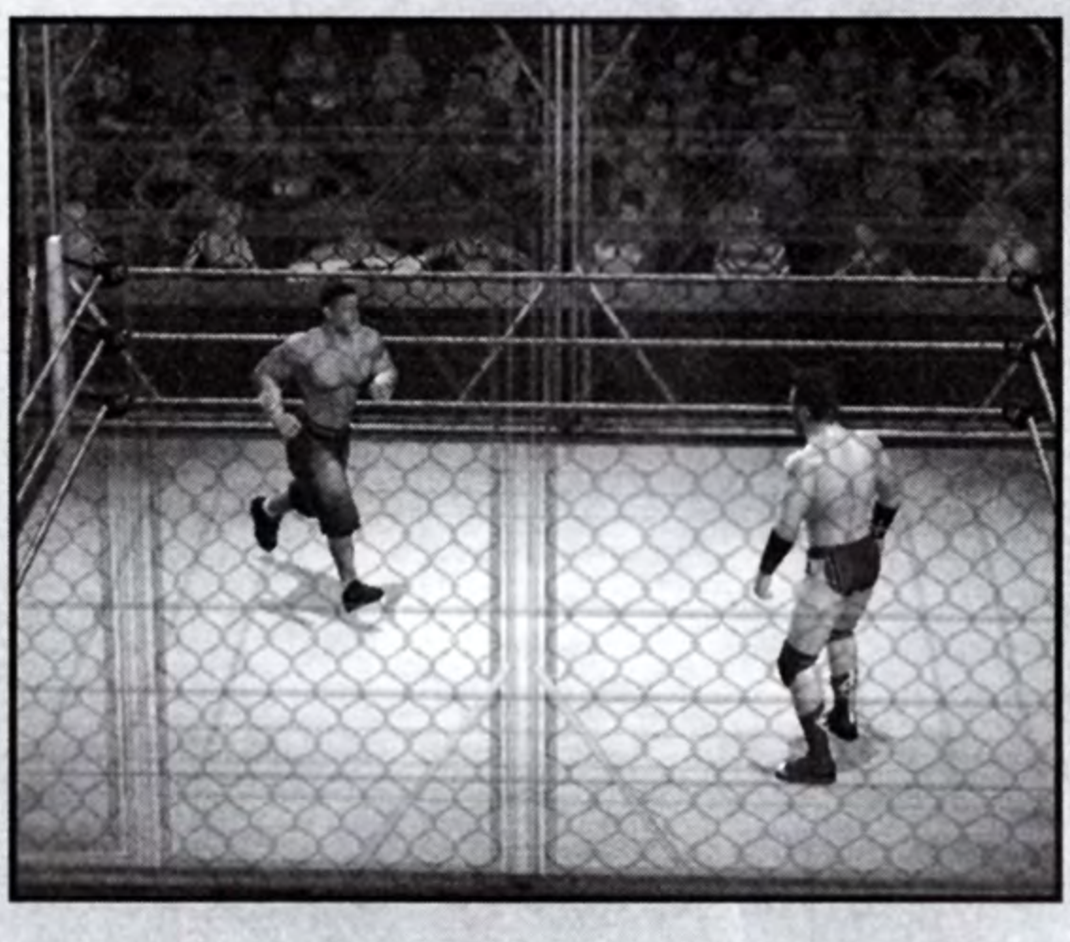


There are two ways to place an opponent on top of a table. If you're holding a table, approach an opponent and move the right analog stick in any direction. If the table is set up, drag a standing opponent over to it and press ⊗ when the button prompt appears on the screen. Either way, you wind up leaning the groggy opponent against the edge of the set-up table. From there, grapple the opponent to place them on top of the table.

Removing the Suspended Object

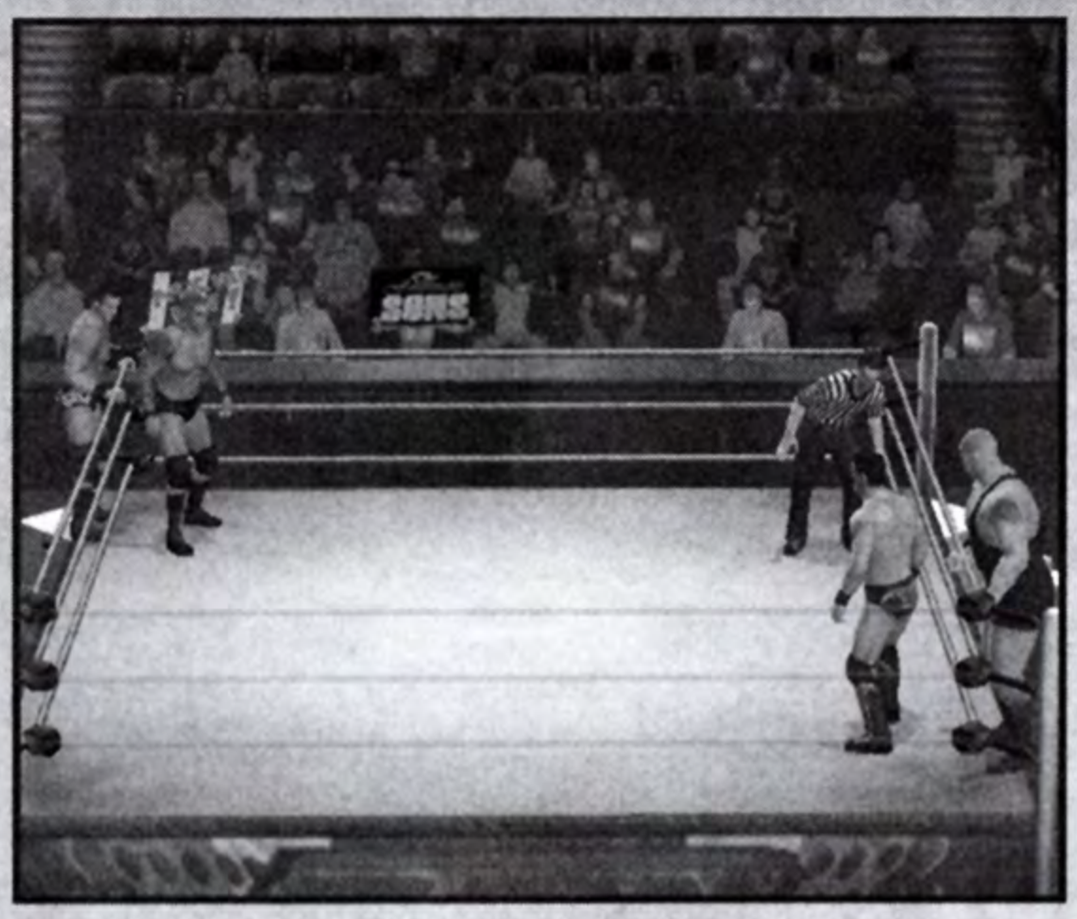
To win a Ladder Match, you must climb a ladder to get within range of an object suspended over the ring (usually a briefcase). Use the shadow under the suspended object to line up the ladder, and then climb all the way up the ladder. When you reach the top, move the right analog stick up to grab the object. When the prompt appears, move the right analog stick down to retrieve the object and win the match!

STEEL CAGE MATCH CONTROLS



Climb Up Cage	left analog stick + ⊗
Escape From Cage	⊗ at the top of the cage
Diving Attack From Top of Cage	▢ / left analog stick + ▢
Pull Opponent Off Cage	right analog stick
Get Down From Cage Safely	R1

TAG TEAM MATCH CONTROLS



In regular Tag Team matches and Tornado Tag Team matches, the objective is to win by either pinfall or submission.

In a regular match, each teammate must tag in and out of the match, and the legal member of one team must beat the legal member of the other team. In Tornado matches, all Superstars are in the ring simultaneously, and any member of one team can defeat any member of the other team.

Tag	left analog stick toward partner + ⊗
Corner Double Team Grapple Moves	Irish whip an opponent toward your corner and move the right analog stick left or right; your waiting partner must be positioned near the turnbuckle where a tag would normally occur
Standing Double Team Grapple Moves	Approach your partner while they are grappling an opponent and move the left analog stick in any direction
Tag Team Finisher	With a full momentum meter, Irish whip an opponent toward your corner (and your waiting partner), approach the opponent and press △

Legal Tag Partner Controls

Hot Tag: The tag partner waiting on the apron can build momentum by pressing the up or down directional button, slapping the turnbuckle to build momentum for a Hot Tag. When that Superstar leans into the ring with his arm extended, the Hot Tag is ready.
The legal Superstar can now approach his partner and hold R1 and press △ to make the Hot Tag. This brings the now-legal Superstar into the ring like an unstoppable force of nature! Press the correct action buttons as they appear on the screen to execute attacks against the opponents. The third opportunity will execute a finisher, if successful.

Illegal Tag Partner Controls

The tag partner waiting for a tag can freely walk along the apron or sneakily attack opponents who get too close.

Walk Around Ring Apron: Move the left analog stick.

Strikes: Press ▣.

Blind Tag: Move the right analog stick when partner is near to force a "blind" tag, allowing you to become the legal partner.

Referee Distraction: Move the right analog stick in any direction when the referee is near you to distract him from seeing anything that would normally result in a disqualification.

Apron Grapple: Move the right analog stick in any direction when an opponent is near to grapple him so that your tag partner can initiate a double team move by approaching the opponent and moving the right analog stick in any direction.

Pull Down Maneuver: Press ◉ to pull the top rope down when your tag partner Irish whips the opponent toward you; this sends the opponent flying out of the ring and down to the arena floor.

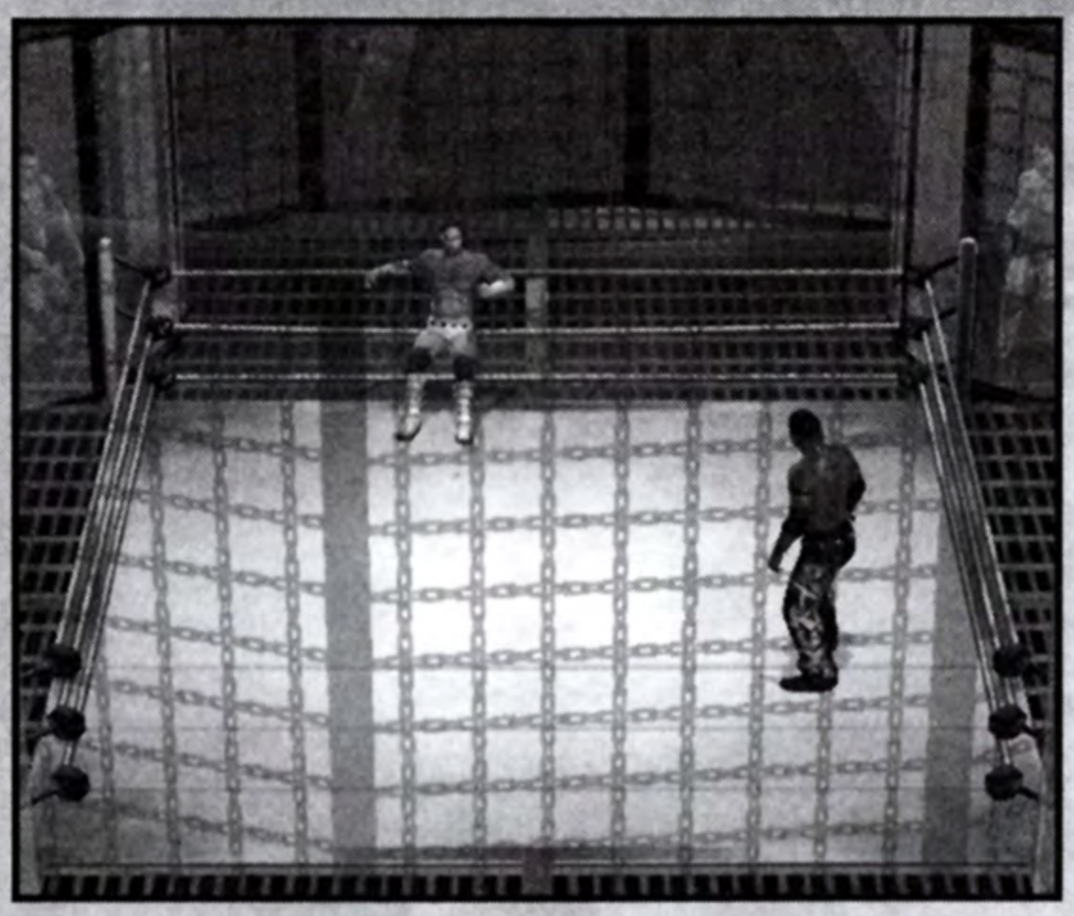
Climb Turnbuckle: Hold L1 while moving toward the turnbuckle.

Alert Referee: Press the left or right directional button to warn the referee of possible illegal actions your team's opponents may be trying to perform.

HELL IN A CELL MATCH CONTROLS

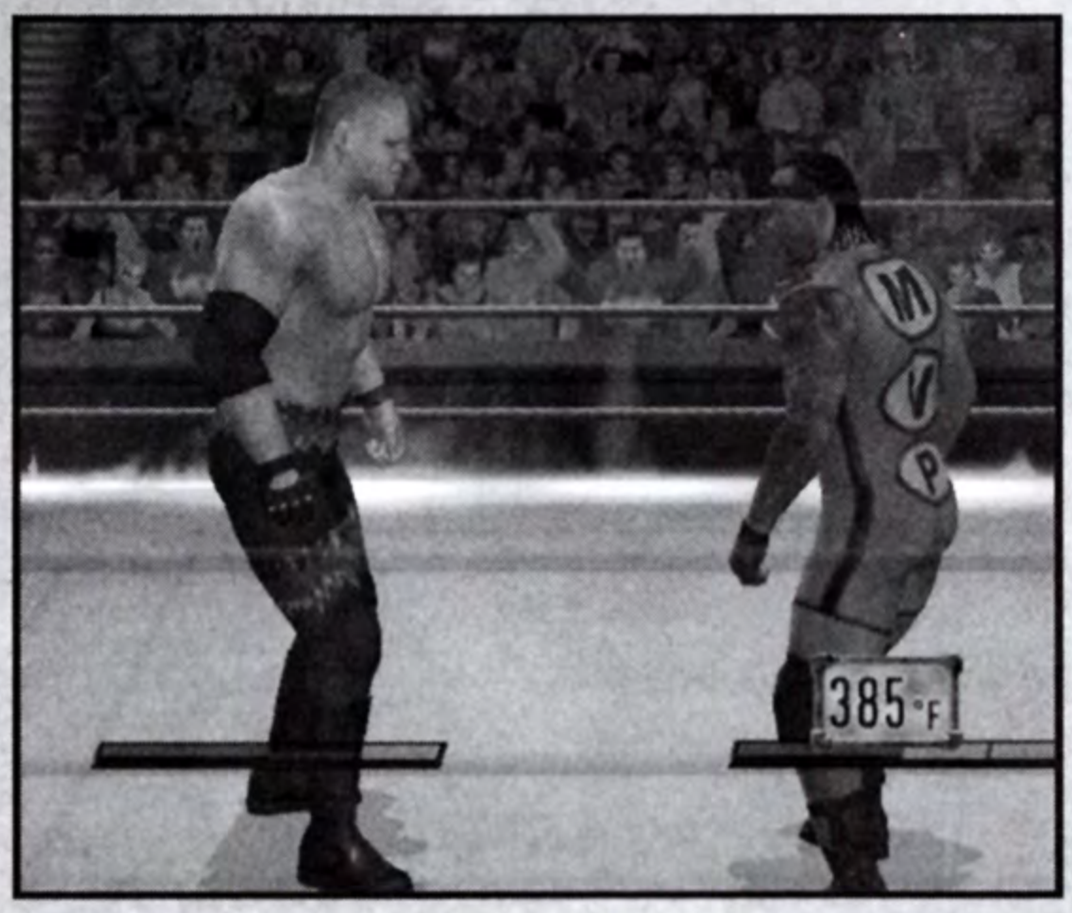
Throw Opponent Off Top Edge of Cell	right analog stick toward opponent at edge of Cell
Environmental Grapple	right analog stick when near a Cell wall
Cell Destruction Finisher	△ inside of the Cell on the same side as the commentary tables with 75-100% momentum

ELIMINATION CHAMBER CONTROLS



Climb Onto Top of Chamber	left analog stick + ⊗ while on turnbuckle
Climb Up Chamber Wall	left analog stick toward Chamber wall + ⊗
Pull Opponent Down from Top of Chamber	left analog stick + ⊗ while on turnbuckle underneath opponent

INFERNO MATCH MOVES

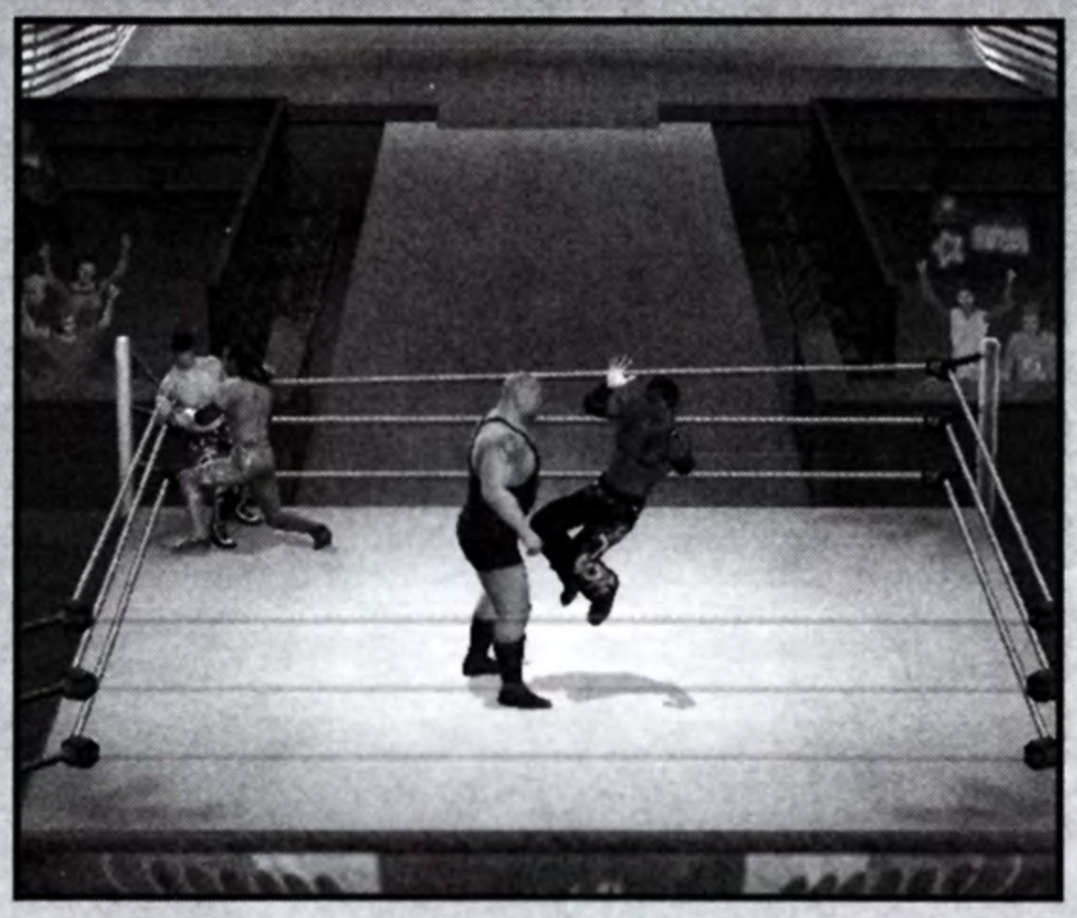


In an Inferno Match, the ring is surrounded with searing flames, and the only way to win is to set your opponent on fire!

The temperature increases as successful attacks are performed. Once it reaches its maximum and the flames become a blazing inferno, drag the opponent toward the flames by holding L2 and moving the left analog stick toward the ropes. If you have inflicted enough damage on them, they will not be able to resist your infernal efforts!

Tip: *Perform a finisher to increase the ring temperature to maximum instantly. For a brief time, you can try to throw the opponent through the fire and out of the ring for the victory.*

ROYAL RUMBLE CONTROLS



Royal Rumble Finisher	△ when opponent is groggy against ropes or corner (with a stored finisher).
Initiate Rope Elimination	Right analog stick when the opponent is groggy against the ropes, under the ropes, or in the corner.
Change Character (after being eliminated)	Press the up or down directional button or move the right analog stick up or down to scroll through Superstars, and press ✕ to select a Superstar.
Middle Rope Elimination	Rapidly press the flashing action buttons to gain the upper hand. As the attacker, quickly press the designated button to eliminate the opponent. As the defender, do the same to escape elimination.
Bottom Rope Elimination	As the attacker, stop the cursor in the blue target zone by pressing ✕. As the defender, rapidly press □/△/○/✕ to escape elimination.
Corner Elimination	As the attacker and defender, press the action button that appears on the screen before your opponent to gain the advantage.
Cancel Elimination	R1
Instantly Escape Elimination	R1 (with a stored finisher).
Double Elimination	Approach an opponent who is performing a Middle Rope Elimination and press △ (with 3 stored finishers).

SUPERSTAR ABILITIES

Dirty Pin
When your opponent is down near the ropes, stand next to the ropes and execute a pinfall with both of your legs propped up on the ropes, giving you unfair leverage to increase your chances of getting the three-count.

Move Thief
Press R1 + △ when you have 75% momentum or greater to use your opponent's finisher or signature move.

Hammer Throw
When Irish whipping an opponent, hold ◉ to send an opponent smashing into a turnbuckle or flying over the ropes and down to the arena floor.

Resiliency
Superstars and Divas with this ability automatically have a better chance of kicking out of pins and escaping Struggle Submissions. You don't need to activate this ability to use it.

Durability
Hold △ to massage a damaged limb and regain a small amount of health.

Kip-Up
When your Superstar is severely injured and downed, press △ to spring up instantly and get back to your feet.

Outside Dives
Run across the ring and press ● near the ropes to execute a diving attack or running diving attack against an opponent outside of the ring.

Springboard Dives
While bouncing off of the ropes, hold the left analog stick and press ● to execute a springboard attack from the ring apron. This ability also lets you climb turnbuckles more quickly than usual.

Leverage Pin
Superstars with this ability can counter running grapple, running strike and groggy grapple attempts into pin attempts called "leverage pins." In a leverage pin, the defending Superstar can try to escape normally by reaching the blue target area of the kick-out meter, or they can reverse the leverage pin into a pin of their own by reaching the yellow area of the meter.

Fired Up
Hold R1 and press ▲ when your momentum is at maximum. You can now perform up to three finishers in a row!

Ring Escape
When down near the ropes, press L1 to slide under them to ringside and escape your opponent.

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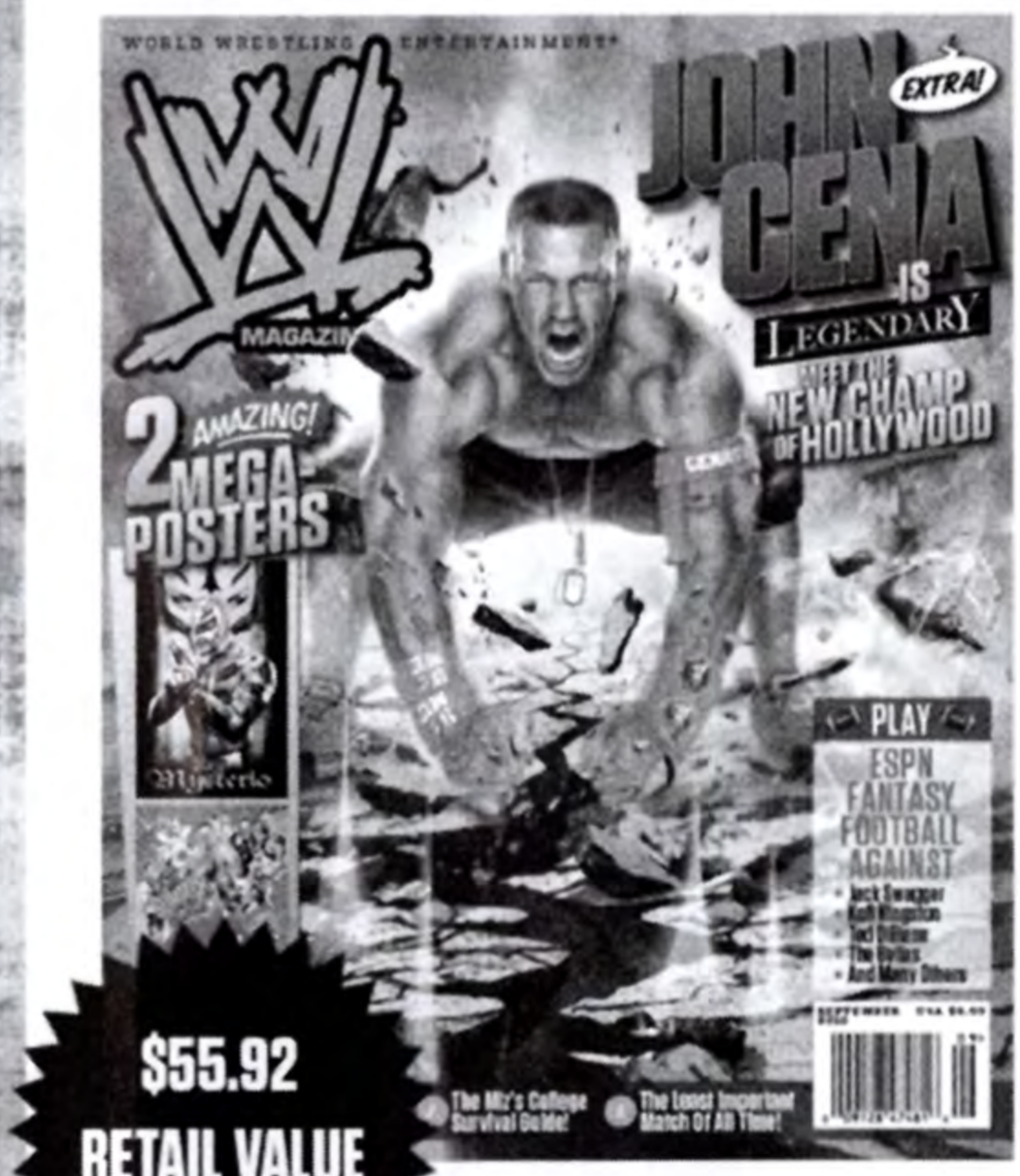

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Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

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THQ Inc.

Customer Service Department

29903 Agoura Road

Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

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Repairs after Expiration of Warranty

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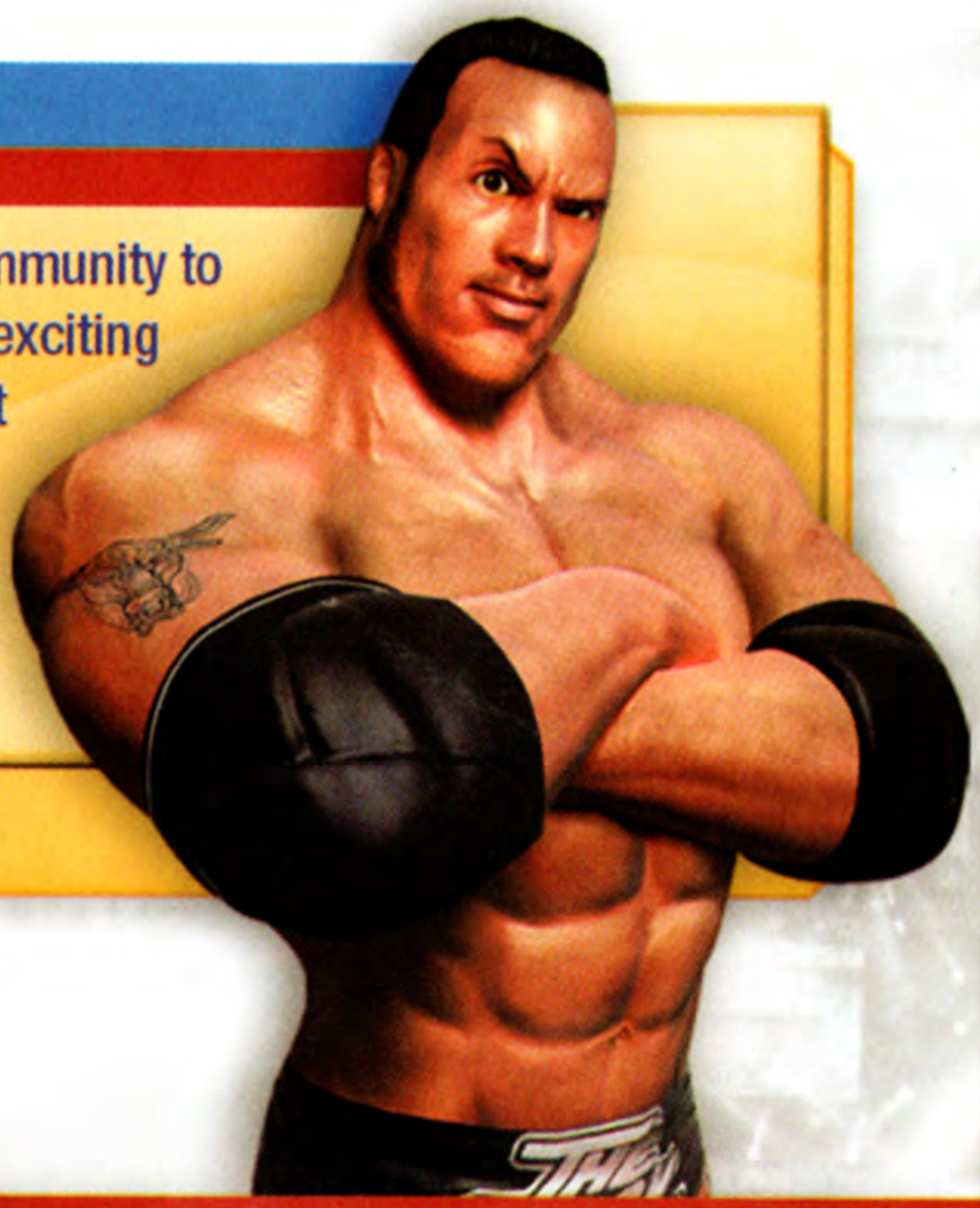
WWE All Stars



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